13+
MAGIC®
THE GATHERING

GISA AND GERALF

Gisa and Geralf Cecani are sibling necromancers on the plane of Innistrad. Gisa calls upon ghouls from the earth, while Geralf prefers to stitch them together in a lab. Bored of daily life and each other, the two pass their time engaging in mutual casual warfare. If each sibling is to be believed, both are winning.

Aaron J. Riley

Lie Setiawan

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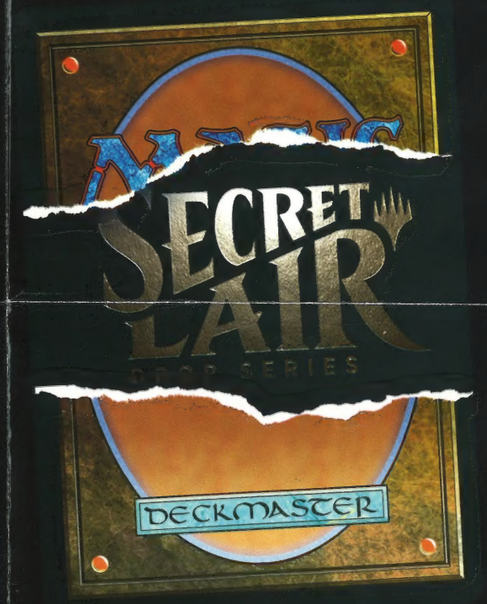

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GRAVE DANGER

PLAYING THE DECK

Team up with the most dastardly sibling duo on Innistrad: Gisa and Geralf! These two necromancers have had their squabbles, but they both agree that your Zombies do their best work on the battlefield, rather than in the graveyard. Your early turns will look innocuous enough, just deploying resources and removal like Crippling Fear to keep your opponents' early creatures at bay. You can quickly turn the corner with a big play, and your best one is Necromantic Selection—it destroys every threat and returns the strongest one to your side as a Zombie. Once you're in the endgame, creatures like Diregraf Captain will make short work of your opponents, draining their life away even if they manage to block your attacks. Be wary of enemy cards that can exile graveyards, or you might find yourself running low on threats in long games.

COMMANDER RULES

Every Commander game is a freewheeling back-and-forth battle in which alliances are formed, friends are betrayed, and grudges are repaid with a vengeance. In the end, only one player will be left standing . . . until the next game begins, of course!

Commander is a free-for-all multiplayer game that uses these additional *Magic*™ rules:

- You start the game with 40 life.
- Your commander starts the game in the command zone.
- You can cast your commander from the command zone. The "commander tax" makes it cost {2} more for each time you've previously cast it from the command zone.
- If your commander would be put into your hand or library from anywhere, you may choose to put it into the command zone instead.
- If your commander would be put into your graveyard or exile, it goes there as normal. The next time state-based actions are performed, if your commander is still in that zone, you may choose to put it into the command zone.
- If your commander deals 21 or more combat damage to any one player throughout the game, that player loses.

Find the full rules at **Magic.Wizards.com/Commander**.

Jung Park

Questions? Contact us: **Support.Wizards.com**

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